

Code and Create Your Own Game

You've been working with coding for over a month now (with the [Code.org lessons](#) and [CodeCombat](#)) and have shown great promise. Now is the time to test your coding and programming skills. Using Hopscotch or Tynker, you'll create your own game. The style, design, adventure, and characters are up to you. Your requirements, as listed below, are based on the grade you want to achieve.



You will share your new app with your teacher as a video. The video will need to demonstrate the gameplay as a walkthrough and also take time to explain the code used to make the game work. You can record this as a screen-capture, or have a classmate record it. The edited video should be published to your YouTube channel for all to see. Turn that published link into your teacher upon completion.

Hopscotch Grading Criteria:

To get an “C” on your Game:

- Copy and modify an existing game kit or sample from Hopscotch.
- Make a minimum of 5 additions to the code to change the game. Changes may be based on gameplay, actions, sounds, themes, or characters.

To get an “B” on your Game:

- Create a new game. Your game may be modeled after another game such as Angry Birds or Flappy Bird. The entire theme, characters, and gameplay will be different. You are essentially applying the code of an existing game to a new style of game.
- The game should last longer than 1 minute of gameplay.

To get an “A” on your Game:

- Create an entirely new and original game. This has not been copied from an existing game, but rather it should be an original game altogether.
- It is acceptable to look at other games for inspiration and apply lessons of that code to your game.
- The game may likely have multiple levels and/or 2 minutes of gameplay.

To get “Extra Credit” on your Game:

- Apply something incredibly innovative and new that others can learn from. Be prepared to teach other students how you coded this. Be a helper in class to others.

HOPSCOTCH



Tynker Grading Criteria:

To get an “C” on your Game:

- Modify an existing game kit or sample from Tynker.
- Make a minimum of 3 additions to the code to change the game. Changes may be based on actions, sounds, themes, or costumes.

To get an “B” on your Game:

- Should include all requirements needed for a “C”.
- Change the stage, costumes.
- Make a minimum of 7 additions to the code to change the game (for a total of 10). Changes may be based on actions, sounds, themes, or costumes.

To get an “A” on your Game:

- Create a new project (not from a game kit or sample).
- Should include a stage, 30+ lines of code, at least 8 movement blocks, at least 2 repeating blocks, at least 2 sound blocks, dialog between characters, and at least 1 costume.
- Create a new character.

To get “Extra Credit” on your Game:

- Apply something incredibly innovative and new that others can learn from. Be prepared to teach other students how you coded this. Be a helper in class to others.

